THE ANCIENT ART OF WAR AT SEA

Proof of Purchase
Ancient Art of
War at Sea
IBM/TANDY

UICK REFERENCE CARD

You can quickly get started playing The Ancient Art of War at Sea by learning the simple basics outlined on this card.

QUICK START

The first time you play, read "Getting Started" at the beginning of Book I in the manual, then refer back to this card.

When "GO TO WAR" is displayed on the sail press **Enter** to begin. Until the campaign actually begins, you can back up to a previous screen by pressing **Esc**.

GAME COMMANDS

To use a command that is shown on the screen, press the indicated key, or if there is none, type the first letter of the command. When a command is discussed in the manual the key to press will be in boldface: **Z**oom (press **Z** to Zoom).

Pause can be used to freeze the game, sometimes even when it is not displayed on the command line.

The white cross-shaped pointer that appears on the screen during a campaign is called the **marker**, and can be moved with the arrow keys on the keypad or by using a joystick.

Keyboard Control: Use the arrow keys to move the marker up, down, left and right. The 1, 3, 7, and 9 keys will move the marker diagonally. Use – (minus) or the **Tab** key to scroll the map up; + (plus) or **Ctrl** to scroll the map down.

Joystick Control: Activate the joystick at Ye Olde Options Shoppe if you haven't done so already (see "Getting Started" in the manual). When using the joystick:

Button 1	same as the Enter key
Up and Down with button 1 pressed	scrolls the map
Button 2	moves between Screen and Command Line
Button 1	selects a command
Button 2	same as the Space bar

The keyboard can still be used when the joystick is activated.

MAP FEATURES

Repair Port: looks like a fort. Increases the condition of a ship's sails and hull.

Supply Port: looks like a town. Provides supplies to ships.

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Crown: A crown provides both supplies and repairs to ships of the same color and represents the heart of a side's homeland. When either side's crown is captured, the game ends.

Rough Water: represented by dark water areas.
Dangerous for Frigates.
Safe for Ships-of-the-line, Flagships and Merchantships.

Shallow Water: represented by light water areas.
Dangerous for Ships-of-the-line and Flagships.
Safe for Frigates and Merchantships.

SHIPS

Squadrons: a group of between 1 and 3 ships.

Fleet: All the squadrons of the same color form a fleet.

Flagship: This is a ship-of-the-line with an Admiral aboard. It is the most powerful ship on the high seas.

Ship-of-the-line: a mighty warship, nearly as strong as a flagship.

Frigate: a small and fast warship.

Merchantship: brings supplies to ports.

HINTS

- To receive supplies or repairs from a port or a crown, you must anchor where there is a flat shore across the entire length of the port. Check a squadron's "Info" to see if it is "in port."

- The cannons can only fire out of the sides of the ship and the crew can only be on one side of the ship at a time.

HOW THE CAMPAIGN ENDS

1. When the last ship on either side is captured or sunk, or
2. When the last flagship on either side is captured or sunk, or
3. When one side captures the other side's crown, or
4. When either side surrenders.

TO LEAVE THE GAME

From the Title Page: press + or – until "Quit" appears on the banner, then press Enter.

During a Campaign: If you want to continue a game later, you can save it by pressing **Alt S** (be sure to have a formatted data disk handy). If you don't want to continue later, press **S** to surrender.

Quick Exit: At any point in the game, press the **Alt, Ctrl and Del** keys all at the same time. This will immediately exit the program and leave you with the A> prompt.